DREAMBLADE™

BASE SET ENCYCLOPEDIA

DREADBLADE™

Ardent Zungar

: Stalwart — Deal +X damage this combat, where X is the number of local enemies.

Are they the shades of a lost race here to protect us from their fate?

3 | 2 | 3|4

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Brighthammer Avenger
Bloodcut

Charge 6 — Whenever this creature enters an enemy-occupied cell, it makes a 6-power attack against target enemy in that cell.

It arrives with the sound of beating wings and pain.

8 | 0 | 8|10

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Eagle-Feather Warrior

Reinforce Valor — You may spawn this creature in any cell that contains a Valor ally.

Enemies don't see her coming and don't live to see her leave.

6 | 3 | 6|6

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Falcon Soldier

: Crit 2 — Deal +2 damage this combat.

A bird of prey, whatever its guise, glories in the hunt.

5 | 2 | 4|6

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Hawk-Eyed Instigator

: Advance — You may move target unengaged ally one cell.

Courage is a blessing better shared than hoarded.

7 | 4 | 8|8

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Inscribed Axebeast
Janus

Vengeance 3 — This creature can be spawned only if an opponent has won three or more turns.

It loves only victory.

10 | 6 | 11|13

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Inspired Samurai

Bodyguard — Opponents may not assign damage to your local allies without Bodyguard until enough damage has been assigned to disrupt or destroy each of your local creatures with Bodyguard.

4 | 1 | 5|8

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Knight of Strife and Joy
Janus

: Skirmish 2 — You may move up to two target engaged allies one cell each.

Defender — This creature can't move into an enemy-occupied cell when you shift.

5 | 4 | 6|7

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Knight of Tomorrow

: Skirmish — You may move target engaged ally one cell.

"I know what tomorrow brings."

5 X — 2 — 7|8

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Loyal Scragglemaw

Once you meet a scragglemaw in your dreams, it will always return to you. For some, that's good news, but not for all.

9 X — 4 — 11|12

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Lunar Handmaiden

1, : Advance — You may move target unengaged ally one cell.

Her commands are soft as moonlight but must be obeyed.

6 X X — 3 — 7|9

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Mirrorman

Janus

Janus creatures are here to guard and protect . . . something.

6 X — 3 — 8|9

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Noble Dragon

: Payback — Deal +X damage this combat, where X is the power of target local enemy.

Dragons claim to have dreamed themselves into existence.

12 X — 6 — 11|12

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Pearlthorn Castle

0: Move target adjacent ally into this cell.

The castle is a safe haven in a land of doubt.

3 X X — Location

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Runetagged Brawler

"Only a fool thinks me unarmed."

3 X — 2 — 5|5

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Saint of Roses

Defender — This creature can't move into an enemy-occupied cell when you shift.

Sainthood can also be seized.

8 X — 5 — 9|11

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Savannah Dreamhunter

: Crit 1 — Deal +1 damage this combat.

A diet of blood and a life of courage.

7 | 3 | 8|9

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Scarab Warcharm

: Advance — You may move target unengaged ally one cell.

: Skirmish — You may move target engaged ally one cell.

The secrets of victory are etched into its skin.

4 | 2 | 6|7

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Sir Glorious
Janus

Unique Glorious — You can't spawn this creature if you already control a creature with Unique Glorious.

Bolster Janus +2 — Your other local and adjacent Janus have +2 defense.

6 | 3 | 6|8

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Steelborn Griffin

Reinforce Valor — You may spawn this creature in any cell that contains a Valor ally.

Where there was need, there is hope.

10 | 4 | 9|9

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Steelborn Lion
Bloodcut

Reinforce Bloodcut — You may spawn this creature in any cell that contains a Bloodcut ally.

Where there was one Bloodcut, now there are two.

4 | 3 | 4|5

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Twilight Scout
Bloodcut

: Advance — You may move target unengaged ally one cell.

He leads the charge, but not by much.

5 | 3 | 5|7

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Whirlwind Dervish

2: Teleport Self — Move this creature into target nonportal cell.

She moves as she wills.

8 | 4 | 8|9

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Zungar Bodyguard

Bodyguard — Opponents may not assign damage to your local allies without Bodyguard until enough damage has been assigned to disrupt or destroy each of your local creatures with Bodyguard.

9 | 3 | 6|10

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All-Seeing Mage
Janus

: Janus Warpstrike — Make an X-power attack against target nonlocal enemy, where X is the number of local and adjacent Janus creatures.

: Janus Warpstrike

7 3 2|7

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Asylum Escapee

: Swap — You may exchange this creature's position with target non-local ally.

In his mind, he is free.

4 2 4|8

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Bloated Parasite

Fight Passion +2 — While there is a local Passion enemy, this creature has +2 power.

It wouldn't have to spend so much time looking for hosts if it didn't kill them so quickly.

3 2 2|5

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Book of Nothing

: Warpstrike 3 — Make a 3-power attack against target nonlocal enemy.

"Look into the book and see what you are."

4 1 1|4

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Chrysalis Spinner
Hiveling

Reincarnate — When this creature is destroyed, put a different creature from your graveyard into your reserves.

"I spin second chances."

8 5 6|12

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Darkheart Cottage

For each unengaged creature you control, each attack your creatures make in this cell has +1 power.

The soil is rich with spilled blood.

6 Location

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Doctor Ape

2, : **Raise —** Put target creature from your graveyard into your reserves.

"He's only mostly dead."

4 1 3|8

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Doomsinger

: Warpstrike 5 — Make a 5-power attack against target nonlocal enemy.

Her song, and the screams of the dying, echo through the twisting hallways.

9 4 4|10

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Dreamstuff Entity

Geomancy 1 — For each location you control in its column, this creature has +1 power, +1 defense, and +1 life.

As the dreamscape takes shape around it, the dreamstuff entity becomes more real.

5 | 3 | 3|7

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Ego Cannibal

Copy Enemies — While there is a local enemy, this creature has the blade abilities of each local enemy.

Food for thought has a literal meaning in the dreamscape.

5 | 2 | 5|10

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Faceless Stalker
Lost

Fortunate 2 — Whenever this creature attacks, reroll up to 2 dice.

Beyond knowing, beyond caring, it hunts.

7 | 3 | 5|12

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Gateway to Psychosis

Each local creature has –1 life. *(A creature's life can't be less than 1.)*

When you find the limits of sanity, you have not yet found the limits of the dreamscape.

2 | Location

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Gun-Possessed Killer

: Warpstrike 4 — Make a 4-power attack against target nonlocal enemy.

The guns control the man.

6 | 3 | 2|7

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Iron Thug

: Fumble 2 — Deal –2 damage this combat.

The clatter of chains drowns out the cries of the dying.

9 | 6 | 6|14

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Jack-in-the-Box
Janus

Fade — If this creature attacks, banish it at the end of that combat *(unless it has been destroyed).*

A jack-in-the-box is scary once, which is enough.

4 | 6 | 3|9

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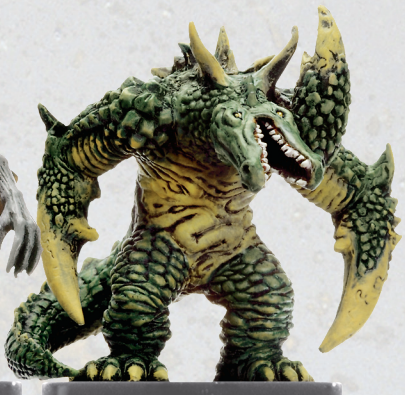

Malborn Croc

The malborn croc can't see straight, but it can't bite straight either, so it all works out.

8 | 4 | 5|15

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Misbegotten Mutant

: Crit 5 — Deal +5 damage this combat.

: Fumble 5 — Deal -5 damage this combat.

Hope for peace is forever beyond the mutant's ken.

6 — 3 — 3|9

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Nevret Screamtrooper

If you meet a nevret, it's best to humor it. Pretend that you don't really exist, either.

6 — 4 — 4|11

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Pick-Pick

A quick nightmare to tide you over.

3 — 2 — 3|7

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Relentless Eviscerator

Regenerate — If this creature would be destroyed, banish it instead. *(A creature you control that is regenerated doesn't make a deathblow, generate bonus spawn points, or score conquest points for your opponents.)*

5 — 3 — 4|9

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Screambent Lunatic

: Wail — Roll two initiative dice and add their totals together. Banish each creature with exactly that spawn cost.

The visions it endures drive it to carnage.

9 — 4 — 7|12

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Spellbound Scissors

Janus

Regenerate — If this creature would be destroyed, banish it instead. *(A creature you control that is regenerated doesn't make a deathblow, generate bonus spawn points, or score conquest points for your opponents.)*

2 — 2 — 2|5

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Unspeakable Freak

7, : Warpstrike 7 — Make a 7-power attack against target nonlocal enemy.

It neither understands nor respects Euclidean geometry.

10 — 5 — 5|12

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Windborne Blademaster

: Crit 5 — Deal +5 damage this combat.

: Dissipate — Target opponent disrupts this creature.

Victory and loss come and go on the wind.

11 — 6 — 6|14

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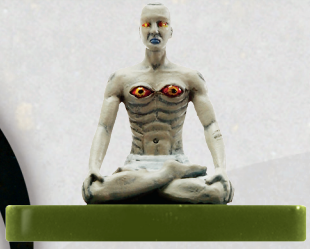

Acolyte of Loss

Nullify — Local creatures can't use blade abilities.

Anyone can see something.
It takes discipline to see nothing.

5 | 2 | 6|8

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Barbstrider

Inciter 1 — Local enemies have +1 power.

Sometimes fear makes you desperate and desperation makes you strong.

2 | 3 | 2|4

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Blight Rat
Hellbred

Don't be afraid. It will all be over soon enough.

7 | 4 | 7|10

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Cannibal Pariah

To break the ultimate taboo brings one power—and exile.

2 | 2 | 3|4

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Carrion Spiker

Thanatomancy — This creature's power is equal to the number of creatures in your graveyard.

It feeds not on the dead but on death.

7 | * | 7|10

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Doomball

Detonate — If this creature attacks, sacrifice it at the end of combat *(unless it has been destroyed).*

The man bears the sphere. The sphere bears your end.

6 | 7 | 6|8

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Dreadmorph Ogre

: Expel — You may move target engaged enemy one cell.

The dreadmorph transformation is sometimes lethal and always surprising.

11 | 6 | 10|13

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Eater of Hope

: Appease — When this creature comes into play, sacrifice a creature.

Fear is the opposite of hunger; it's the desire not to be eaten.

10 | 7 | 10|15

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Ekkyon Wayfarer
Hellbred

Unique Ekkyon — You can't spawn this creature if you already control a creature with Unique Ekkyon.

Hell's Fury — Local and adjacent Hellbred allies have "**: Crit 2** — Deal +2 damage this combat."

"Come, minions, and feast."

9 | 5 | 8|11

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Fleshless Reaper

Ambush 6 — Whenever an enemy enters this cell, this creature makes a 6-power attack against that enemy.

It harvests your skin before reaping your soul.

8 | 0 | 7|10

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Genteel Husk

Dominate — This creature claims scoring cells even when they're contested.

Bodies only last a few days before others must be taken.

5 | 2 | 5|6

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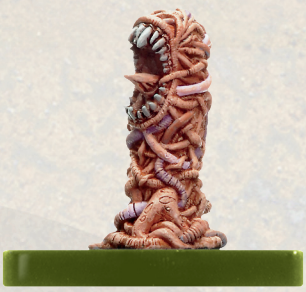

Hellshrieker
Hellbred

: Scare — You may push target unengaged enemy one cell *(away from this creature).*

Its scream sounds like soul-deep agony, and it's not faking.

4 | 1 | 5|7

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Hive Pincer
Hiveling

: Flanking 4 — If you control more creatures in this cell than each opponent, deal +4 damage this combat.

Two's company. Three's real trouble.

3 | 2 | 2|3

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Horrid Poltergeist

: Scare — You may push target unengaged enemy one cell *(away from this creature).*

: Expel — You may move target engaged enemy one cell.

6 | 3 | 4|7

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Jack of Blades

: Expel — You may move target engaged enemy one cell.

Three blades left. Three blades right. Three blades slice. Say good night.

5 | 3 | 4|7

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Knight of Autumn Gate

: Appease — When this creature comes into play, sacrifice a creature.

Death has a price. Get someone else to pay it.

6 | 5 | 7|11

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Knight of Pain and Sorrow

Nullify Valor — Local Valor creatures can't use blade abilities.

Without fear, there is no courage. Without courage, there is no hope.

4 | 2 | 4|7

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Night Queen
Hiveling

: Purge — Target opponent puts a creature of your choice from his or her reserves into his or her graveyard.

When she catches your dreams in her web, a little bit of you is gone forever.

6 | 3 | 6|9

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Skull Hill

Local and adjacent enemies have –1 defense. *(A creature's defense can't be less than 1.)*

The aura of doom spreads beyond the limit of sight.

3 | Location

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Soul Grub

Vessel 3 — When destroyed, this creature generates 3 bonus spawn points instead of 2.

Death is a release for those fed to the soul grub.

4 | 2 | 4|5

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Thunder Sultan

2: Expel — You may move target engaged enemy one cell.

When the sultan dances, you must join in.

8 | 5 | 6|8

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Treacherous Concubine
Hellbred

: Panic 2 — Local enemies have –2 defense this combat. *(A creature's defense can't be less than 1.)*

There is no true beauty without an element of the terrifying.

3 | 2 | 3|5

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Voodoo Manipulator

2: Scare — You may push target unengaged enemy one cell *(away from this creature).*

Your destiny answers to the flick of her cord.

8 | 4 | 7|9

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Zombie Enforcer

When the dead walk, the living run.

3 | 2 | 4|6

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Alluring Succubus

: Lure — You may pull target unengaged enemy one cell *(closer to this creature.)*

"Come dally with me . . . for the rest of your life."

5 | 4 | 3|5

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Axemorph Demon
Hellbred

: Crit 10 — Deal +10 damage this combat.

It turns a battle into a massacre.

12 | 6 | 8|11

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Bladehound
Bloodcut

The bladehound protects its pack, its territory, and, last of all, its life.

7 | 6 | 4|6

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Blind Spikemauler

: Crit 4 — Deal +4 damage this combat.

Vision would only distract it.

4 | 2 | 2|4

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Blood Wolf
Bloodcut

: Bomb 4 — Sacrifice this creature and deal 4 damage to each local enemy.

The blood wolf bears its own doom, and yours.

3 | 2 | 2|4

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Bloodthirsty Redcap

Bloodthirsty — If this creature attacks and no enemy is destroyed by the end of combat, sacrifice this creature.

A mote of murderous mania made manifest.

3 | 4 | 3|4

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Boneblade Serpent
Hellbred

: Ferocity — If target local enemy becomes disrupted this combat, destroy it instead.

Carnage is its only pleasure, a fleeting joy that only leaves it wanting more.

5 | 3 | 3|5

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Boneclan Hunter

It is the ancient shade of a thousand cruel dreams.

3 | 3 | 2|3

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Dreamreef Marauder

Loner — This creature can't attack with other creatures.

No one cares for a shark's company, not even another shark.

8 | 7 | 5|8

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Flame Harrower

3: Assault 5 — Make a 5-power attack against target local enemy.

The fiercest passion lives in raging flames.

8 | 5 | 4|7

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Forgeblind Punisher

His hammer is his eyes. To the punisher, everything looks flat.

9 | 8 | 4|6

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Greenlife Dryad

: Energize All 3 — At the beginning of each player's spawn phase, that player gains +3 spawn points.

Her roots tap the deep veins of dreamstuff for all to use.

7 | 5 | 5|7

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Heart Render

: Ferocity — If target local enemy becomes disrupted this combat, destroy it instead.

Within each werewolf is an even crueler werewolf struggling to get out.

9 | 6 | 4|6

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Heartsblood Temple

At the beginning of your spawn phase, if there are any local or adjacent enemies, gain +2 spawn points.

As long as the blood flows, the sun shall burn.

3 | Location

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Lone Wolf

Loner — This creature can't attack with other creatures.

Fury knows no friends.

11 | 8 | 7|10

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Painmonger
Hellbred

: Pack Hellbred — This creature deals +X damage this combat, where X is the number of local and adjacent Hellbred you control.

It feeds off its own pain.

11 | 7 | 5|8

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Prowling Leopardman

Strikeback 6 — During an opponent's action phase, if local enemies attack and don't disrupt or destroy any creatures, make a 6-power attack against target local enemy.

Your next misstep will be your last.

8 | 6 | 4|7

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Raging Tusker
Bloodcut

: Crit 5 — Deal +5 damage this combat.

If it smells bacon on your breath, you're done for.

6 | 3 | 3|5

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Rainforest Shaman

: Energize 1 — At the beginning of your spawn phase, gain +1 spawn point.

The shaman walks the unseen paths of the dreamscape.

4 | 2 | 3|5

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Savage Ogre

: Crit 2 — Deal +2 damage this combat.

When violence isn't the answer, don't ask an ogre.

9 | 6 | 5|7

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Shard Troll

X: Assault X — Make an X-power attack against target local enemy.

You could call it a force of nature except that forces of nature aren't this cruel.

4 | 2 | 3|4

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Skeever Hatchling

Bloodthirsty — If this creature attacks and no enemy is destroyed by the end of combat, sacrifice this creature.

A skeever hatches half-formed and hungry.

6 | 5 | 5|8

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Slaughter Boots

: Demolish — Destroy target local or adjacent location.

They can crush whole castles underfoot.

8 | 6 | 4|6

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Tlamixec Battlelord
Bloodcut

Unique Tlamixec — You can't spawn this creature if you already control a creature with Unique Tlamixec.

Enrage Bloodcut 1 — Your other local and adjacent Bloodcut have +1 power.

9 | 5 | 6|9

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